

A photograph of a modern museum gallery. The space is filled with interactive exhibits, including glass display cases, a large white table with a pink base, and various informational panels. People are seen interacting with the exhibits. The lighting is a mix of blue and white, creating a clean and educational atmosphere.

**SCIENCE  
MUSEUM**

# WHO AM I?

**Live Science**

...ability to  
...catchless.  
...and human brains  
...special. You have  
...everyone else,  
...shaped by your  
...unique.

Are you acting your age?

**UNDERSTANDING CURIOSITY**

**Thank you for taking part in this study which examines what makes people feel curious, how they make decisions when they are feeling curious, and the rewarding nature of information-seeking.**

We think that certain states will be likely to lead to information-seeking. These include the experience of uncertainty, the expectation of rewarding information, the amount of information available, and the experience of being forbidden from seeking that information previously.

In the study you could play lots of different games and answer some questions. In the games you often had the opportunity to seek new information, and we were interested in the circumstances that led you to do so. We also used eye-tracking to measure your spontaneous information-seeking in some of the games.

By examining information-seeking behaviour we can determine if people differ in what makes them feel curious and if this is different between children and adults.

We'd like to share with you what we find out. Please give your email address to one of the researchers if you want us to share the results. More information will be posted on <http://koumurayama.com>

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